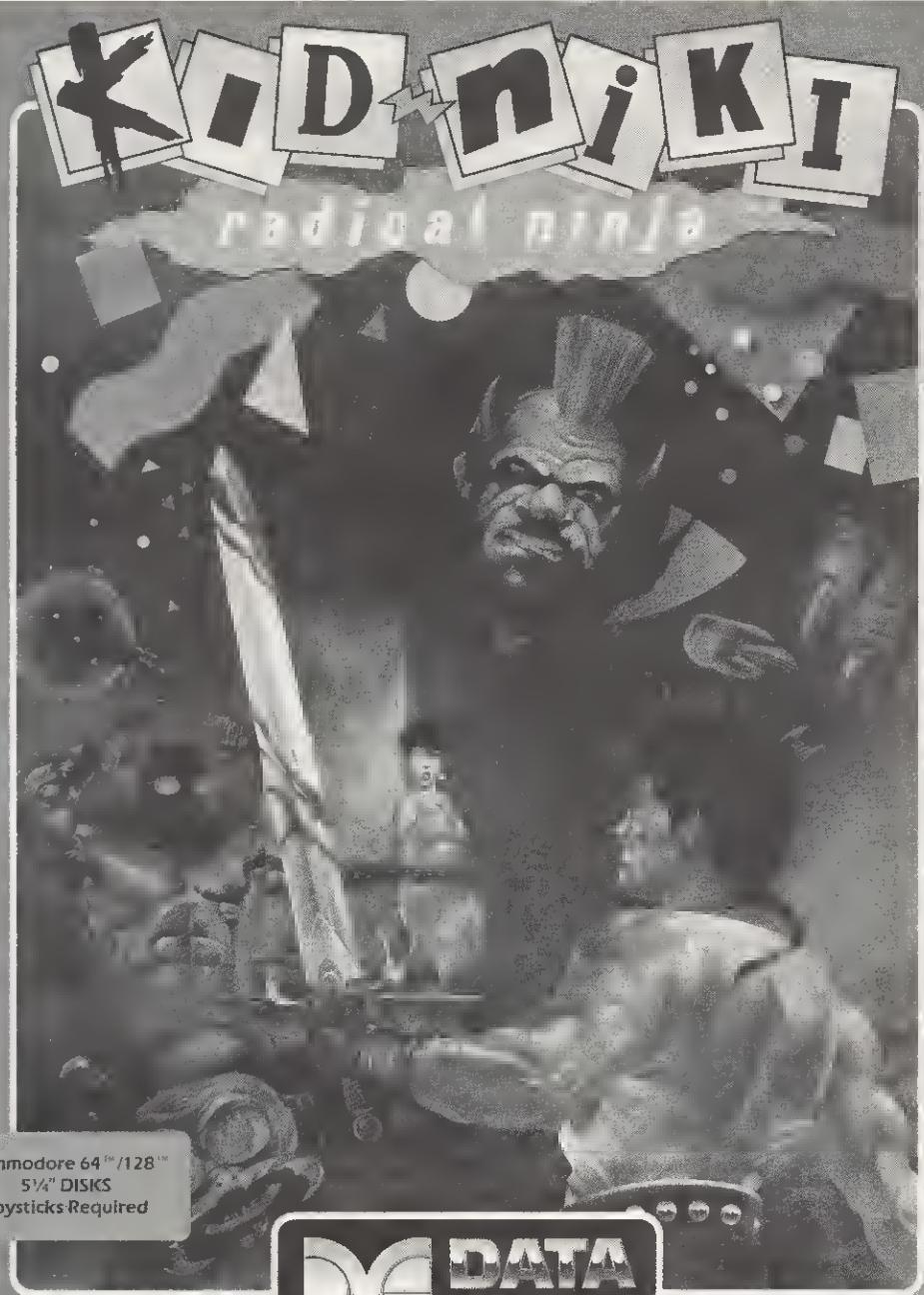


# INSTRUCTION MANUAL



Commodore 64™/128™  
5 1/4" DISKS  
Joysticks Required

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# HOW TO PLAY KID NIKI

## OBJECTIVE

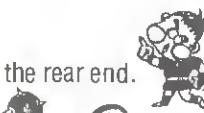
As KID NIKI, you are a "rad" and "bad" punk dude. Your spike-haired girlfriend, Princess Margo, has been kidnapped by the Stone Wizard. You must make your way through seven levels to rescue the Princess from the Wizard's castle. You will encounter many enemies, including a Big Boss at the end of each level.

## GAME PLAY

You are armed with the Spinning Sword, which has been passed down from generation to generation from the School of Chirin. Spin your sword to defeat most enemies, except for the Big Bosses. To attack flying enemies, jump while spinning your sword.

## ENEMIES

**Level 1:** Kill Death Breath with 3 hits in the rear end.



**Level 2:** Kill Spike with 3 hits in his back.



**Level 3:** Kill the final witch (the one with arrows) by hitting her twice.



**Level 4:** Kill the Grody Blue Grub by removing each body part and then hitting the head 3 times.



**Level 5:** Kill Baldy with 3 hits to the body.



**Level 6:** Kill the Samurai Guard with 3 hits in the head.



**Level 7:** Kill the Stone Wizard with 3 hits in the leg, while avoiding Princess Margo . . . Watch your timing!



## SCORING

Kill any creature for 50 points.

## TIME BONUS

- Finish a level with 2 minutes or more left on the clock for 5000 points.
- Finish a level with less than 2 minutes but at least 1 minute remaining for 3000 points.
- Finish with less than 1 minute remaining for 1000 points.

## **APPLE\* INSTRUCTIONS**

- The APPLE disk is a double-sided flippy. To continue the game, the disk must be turned over.
- An APPLE II with at least 64K memory is required.

### **JOYSTICK CONTROLS**

Joystick left, right moves Kid Niki left and right respectively. Joystick up causes Kid Niki to jump up. Joystick down causes Kid Niki to stop running.

Either button will cause Kid Niki's sword to spin. Spinning the sword also stops Kid Niki.

### **KEYBOARD CONTROLS**

'I' key	Jump up.
'J' key	Move left.
'L' key	Move right.
'K' key	Stop running.
Space bar	Spin sword.

### **Miscellaneous Keys**

Ctrl-J	Change to using joystick.
Ctrl-K	Change to using keyboard.
Ctrl-S	Toggle sound on or off.
ESC	Pause or restart the game.
Ctrl-Reset	Restart the entire game.

\*APPLE IS A REGISTERED TRADEMARK OF APPLE COMPUTERS, INC.

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## **COMMODORE 64\* INSTRUCTIONS**

### **LOADING**

Type LOAD "\*", 8, 1 and press RETURN.

### **JOYSTICK CONTROLS**

Joystick left, right moves Kid Niki left and right respectively. Joystick up causes Kid Niki to jump up. Joystick down causes Kid Niki to stop running.

Either button will cause Kid Niki's sword to spin. Spinning the sword also stops Kid Niki.

### **KEYBOARD CONTROLS**

'I' key	Jump up.
'J' key	Move left.
'L' key	Move right.
'K' key	Stop running.
Space bar	Spin sword.

### **Miscellaneous Keys**

F1	Change to using keyboard.
F3	Change to using joystick.
F5	Toggle sound on or off.

\*COMMODORE 64 IS A REGISTERED TRADEMARK OF COMMODORE ELECTRONICS LTD.

## **LIMITED WARRANTY**

Data East USA warrants to the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the diskette to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the diskette, free of charge to the original purchaser (except for the cost of returning the diskette) is the full extent of our liability.

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